AdditionalMapTypes V1.0.0.6

Features at a glance

You can register fruit types and fill types, if you register the fruit registration, which is also registered as a FillType, you do not need to register it as a FillType, which is registered automatically with the fruit registration.

The FillType registration, is intended for species such as sand, lime, compost, gravel, etc., thus all that has no field crop.

First.

Please make a backup of the complete map folder, if something should go wrong during the installation!

The folder foliage, fruitHuds, tipOnGround are placed in the main directory of the map where the modDesc.xml is located.

The folders pSystem, textures come in the order maps, in your map. Sample entries for the modDesc.xml can be found in the file Example_modDesc.xml.

1. Registration of new categories.

Fruit groups.

<NewFruitCategory name="food" /> - entry for the modDesc.xml to create a new fruit group, in this example named food.

You must also create corresponding language variables, this is done in the <l10n> </ l10n> section of modDesc.xml, which should look like this.

<text name="food">

<en>Foods</ en>

<de>Food</ de>

</text>

FillType categories.

<NewFillCategory name="industry" /> - entry for the modDesc.xml to create a new FillType category, in this example named industry.

You must also create corresponding language variables, this is done in the <l10n> </ l10n> section of modDesc.xml, which should look like this.

<text name="industry">

<en>Industry</ en>

<en>Industry</ de>

</text>

2. Registration of Food Groups.

<NewAnimalfoodgroup animalname="sheep" groupname="bulk" weight="0.50" filltypename="silage" />

Animalname - the animal species is determined (cow, sheep, chicken)

Groupname - the group name is defined here

Weight - here the weight of the group is determined, to reach the 100%

Filltypename - this is where the FillType is defined, which should be in the group.

3. Allocation of fruit and groups fillType categories f o r originals FRUITS and FillTypes.

<AddFruitcategory name="wheat" toCategory="maizeheader" /> - entry for the fruit groups.

<AddFillcategory name="fertilizer" toCategory="trainWagon" /> - entry for the FillType catrories

4. The recruitment and registration, the parameter entries.

HudsDirectory="fruitHuds /" - Specifies the directory where the Huds are located

GroundTipDirectory="tipOnGround /" - Specifies the directory where the TipOnGround textures reside

4.1 Crops and settings.

AlignsToSun="false" - setting whether the crop should be aligned with the sun, Sunflowers.

ShowOnPriceTable="false" - set whether the crop should be displayed in the price overview.

ShownOnMap="true" - Sets whether the crop is to be displayed on the map map.

UseForFieldJob="true" setting whether this crop can be used for field emissions.

GrowthStateTime="28800000" - setting the growth time per stage, in milliseconds or default 7 * 3600000 for 7h.

IsEarthfruit="false" - setting whether the crop is an earth fruit.

HasWindrow="true" - setting whether the swt has the species.

HasStraw="false" - whether this crop has straw.

HasFill="true" - whether this type of fruit has a FillType, which is also co-registered.

HasMaterials="false" setting for Fillplanes, whether Fillplane exists or not.

HasParticles="false" - setting for particles, whether present or not.

UseHeap="true" setting for anywhere to unload.

4.2 Entry of the fruit species into the fruit groups

ToFruitGroups="false" This parameter (true) activates the entry into the fruit group "fruitTypeGroups"

FruitTypeGroups="grainHeader maizeHeader maizeCutter directCutter pickup weederplanter"

Groups in the order of:

GrainHeader=Grain cutting machine

MaizeHeader=Maispflücker

MaizeCutter=corn cutting plants

DirectCutter=direct cutting

SowingMachine=sowing machines

Pickup=truck

Weeder=harrow

Planter=laying machine

4.3 Enter fruit type into the FillType categories

ToFillCategorys="true" This parameter (true) activates the entry into the fruit groups "fillTypeCategorys"

FillTypeCategorys="bulk liquid windrow piece combine forageHarvester forageWagon slurryTank fork trainWagon augerWagon"

Categories in sequence

Bulk=basic category for trailer

Liquid=liquids

Windrow=straw

Piece=piece, piece goods

Combine=thresher

ForageHarvester=field chopper

ForageWagon=loading wagon

Slurry tank

Forks, forks, tongs

TrainWagon=train wagons

AugerWagon=overloading car

4.4 Entry into animal feed categories

UseAsCowBasefeed="false" - Used as the basic feed for cows.

UseAsCowGrass="false" - Is entered into the grass group for cows.

UseAsCowPower="false" - Used as power feed for cows.

UseAsSheheepGrass="false" - is entered as a basic feed for sheep.

UseAsPigBasefeed="false" - is entered as a basic feed for pigs.

UseAsPigGrain="false" - Used as a grain feed for pigs.

UseAsPigProtein="false" - Used as protein feed for pigs.

UseAsPigEarthfruit="false" - is entered as an earth feed for pigs.

FillTypeConversion="false" - setting whether the crop can be chaffed to chaff.

ConversionFactor="4" - factor for Chaff

WindrowConversionFactor="1" - factor for chop reste.

ForageWagonConversion="wheat" - Foragewagen conversion.

StrawName="straw" - Specifies the name of the Straw FillType, Standard straw

StrawFactor="7.0" - The Straw Factor 7.0

These settings are only required for soil fruits, Potatoes, sugar beet, carrots etc.

MinPreparingGrowthState="4" maxPreparingGrowthState="6" preparedGrowthState="9"

5. Settings and parameters f o r FillTypes registration.

5.1 FillTypes Parameters:

PricePerLiter="0.8" - Basic price for price calculation.

ShowOnPriceTable="false" - setting for the display in the price overview.

LitersPerSecond="0.010" - indication Spray and streak for FillTypes used as fertilizer.

MassPerLiter="0.0005" - Base weight, for calculating the weight, FillType.

UseForSpray="false" (true) whether the FillType should be used as a fertilizer.

SprayerCategorys="sprayer spreader manureSpreader" - type of use for fertilizer, sprayer, spreader, dung spreader

HasMaterials - setting for Fillplanes, whether Fillplane exists or not.

HasParticles - setting for particles, whether present or not.

UseHeap - setting for anywhere.

5.2 Enter FillTypes into the FillType categories

ToCategorys="true" This parameter (true) activates the entry into the fruit groups "fillTypeCategorys"

FillTypeCategorys="bulk liquid windrow piece combine forageHarvester forageWagon slurryTank fork trainWagon augerWagon"

Categories in sequence

Bulk=basic category for trailer

Liquid=liquids

Windrow=straw

Piece=piece, piece goods

Combine=thresher

ForageHarvester=field chopper

ForageWagon=loading wagon

Slurry tank

Forks, forks, tongs

TrainWagon=train wagons

AugerWagon=overloading car

5.3 Registration FillTypes in existing animal feed categories (FoodGroups)

IsCowBasefeed - Is entered as a basic feed for cows.

IsCowGrass - Is entered into the grass group for cows.

IsCowPower - Used as a power feed for cows.

IsSheepGrass="false" - is entered as a basic feed for sheep.

IsPigBasefeed - Is entered as a basic feed for pigs.

IsPigGrain - Used as a grain feed for pigs.

IsPigProtein - Used as a protein feed for pigs.

IsPigEarthfruit - Is registered as an agricultural food for pigs.

6. Information about the textures and filename

Hud texture format: DTX5 256x256px and small DTX5 64x64px

Hud Textures File name format:

For FruitTypehuds: hud_fruit_rye.dds and hud_fruit_rye_small.dds

For FillTypehuds: hud_fill_sand.dds and hud_fill_sand_small.dds

For Windrow Types: hud_oat_windrow.dds and hud_oat_windrow_small.dds

GroundTip Textures Format:

Diffuse DTX5 with MipMap 512x512px

Normal DTX1 with MipMap 512x512px

Distance DTX1 with MipMap 256x256ps

GroundTip Textures File format:

For diffuse textures: lime_diffuse.dds eg .fruit or fillTypeName_diffuse.dds

For normal textures: lime_normal.dds eg .fruit or fillTypeName_normal.dds

For distance Textures: limeDistance_diffuse.dds eg .fruit or fillTypeName_Distance_diffuse.dds

I3D filenames for the Holder.

FillPlane_materialHolder.i3d

EffectMap_materialHolder.i3d

ParticleMap_materialHolder.i3d

7. Conversion of fruit_density.gdm f o r the installation of more than two kinds of fruit.

First, you should create a backup of the whole map if something goes wrong!

You have the (GRLE Converter 7.0.1 <u>can be found here</u>) the fruit_density.gdm to fruit_density.png convert, then copy them to your MAP01 (map02) directory that fruit_density.gdm delete from the MAP01 (map02) directory, then open your You have the map.i3d with Notepad ++ and look for the following.

\<FoliageMultiLayer densityMapId

The line should look something like this (the ID can be different), please only change the color-coded entries!

\<FoliageMultiLayer densityMapId="49" numChannels="9" numTypeIndexChannels="4" compression channels="4"> Blue old entries

change to
\<FoliageMultiLayer densityMapId="49" numChannels="12" numTypeIndexChannels="5" compression channels="5"> red new entries

Then save the map.i3d with Notepad ++, then open the map with the GE, save it only once with the GE.

After that, your fruit_density.gdm has 12 channels and you can add more fruits, but then the channels change with the growth stages in the GE.

You must also use the FoliageLayern of all fruits

`densityMapChannelOffset="4" numDensityMapChannels="4"`

Adapt to

`densityMapChannelOffset="5" numDensityMapChannels="5"`

The entries should then look something like this (of course do not change the .blockShapeId, distanceMapIds, etc., leave them as they are in your map).

```
<FoliageSubLayer name="wheat" densityMapTypeIndex="1" densityMapChannelOffset="5"
numDensityMapChannels="5" materialId="100" cellSize="8" viewDistance="80"
objectMask="16711935" "decalLayer =" 0 "distanceMapIds =" ; 1 "atlasSize =" 1
"atlasOffsets =" 1 0 "numBlocksPerUnitDefault=& Quot; 1.5 & quot; numBlocksPerUnitMin=&
quot; 1 & quot; numBlocksPerUnitMax=& quot; 1.8 & quot; width=& quot ;, 0.25, 0.5, 0.9,
1.9, 1.9, 1.9, 0.9, 1.1, Height, 0.25, 0.5, 0.9, 1.3, 1.3, 1.3; 0.9; 1 "texCoords ="; 0 0
1 1 "widthVariance =" 0.1 "heightVariance =" 0.2 "horizontalPositionVariance =" 0.5
"numStates =" 9 "blockShapeId ="; 1; 2; 3; 4; 4; 4; ; 6; "/>
```